

Directions for “Crazy Phrases” Game Set

Phrase Maze

Target Skills:

1. Use of basic phonics principles, including use of word families, to read words.
2. Practice in reading or composing sentences left to right and up to down.
3. Sight word recognition.
4. Basic understanding of sentence structure.
5. Imagination and narration skills.

You Will Need:

1. The “Phrase Maze” game board (the left and right sides can be downloaded at our web site. You will probably want to glue them onto a piece of cardstock or cardboard, about 12” x 18”).
2. The Animal Game Pieces (downloaded with the game board and cut apart)
3. Word Cards (both sets can be downloaded at our web site and cut apart. You can use the cards with written words, the cards with pictures, or both.)

Note: The second set of cards contains some simple verbs, pronouns, articles, prepositions needed for building sentences. However, you will probably need more, especially plenty of articles like “a,” “an” and “the.” Blank cards are provided on our web site. You will probably want to use the Dolch sight word lists, available on the web site, as well.

Object of the Game:

To collect the most Animal Tokens by the end of the game.

How to Play:

1. Each player receives 7 word/picture cards (if picture cards are used, each one represents a word and is used in place of that word). The remaining cards are spread out, face down, near the game board.
2. On his turn, a player tries to make a sentence with the cards in his “hand.” The sentence can be either logical or silly, but it must be a grammatical sentence: it must have a subject and a verb and enough other words for it to make sense. In other words, “the boy played on the goat’s hair” is fine (silly, but

grammatical).

3. He lays the sentence out, scrabble-style, on the game board, with each word taking up a square on the board. He may use any unoccupied spaces on the board, as long as the words are next to one another, in order, going either left to right or up to down.
4. If one or more of his words happens to be on a square with an animal's picture on it, he receives a card depicting that animal.
5. The next player does the same thing, incorporating a word in another sentence on the board into his sentence (scrabble style).
6. If one or more of his words happens to be on a square with an animal's picture on it, he receives a card depicting that animal.
7. The game ends when all the word/picture cards have been used, or when the board is full. The player with the most animal tokens wins.
8. To add a math challenge, each animal could be assigned a different point value. The winner is the player with the most points at the end.

Other Ideas for Using these Cards

1. Silly Sentences: Make a sentence with the cards, then scramble it up (goat the jump can). Let your child rearrange it into a meaningful sentence.
2. Rhyming Word Match: Have your child sort the cards into groups of words that rhyme with each other.
3. Concentration: Select word cards with corresponding pictures. Shuffle the cards and lay them face down in orderly rows. On his turn, each person turns over two cards. Everyone looks at them and tries to remember where those particular cards are placed. Then the cards are turned face down again. When a player gets a match (such as the word "bear" and the picture of a bear), he gets to keep those cards and take another turn. The game ends when all cards have been collected. The player who earned the most pairs wins.
4. Short or Long Vowel Sort: have your child sort the cards into groups according to what vowel sound each word contains (one set of short a words, one set of short e words, etc.)

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